JUPITER LANDER

commodore 64

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INSTRUCTIONS FOR USE

JUPITER LANDER

Loading the Cartridge and Starting the Game.

1. Turn your C-64 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the C-64 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your C-64 off then back on.)

STRATEGY

Land your spaceship safely on the only solid landing site on Jupiter. Make as many exploratory landings as possible before fuel runs out. There are only 3 landing sites with 3 exciting difficulty levels. You can control the thrust level of play.

CONTROLS

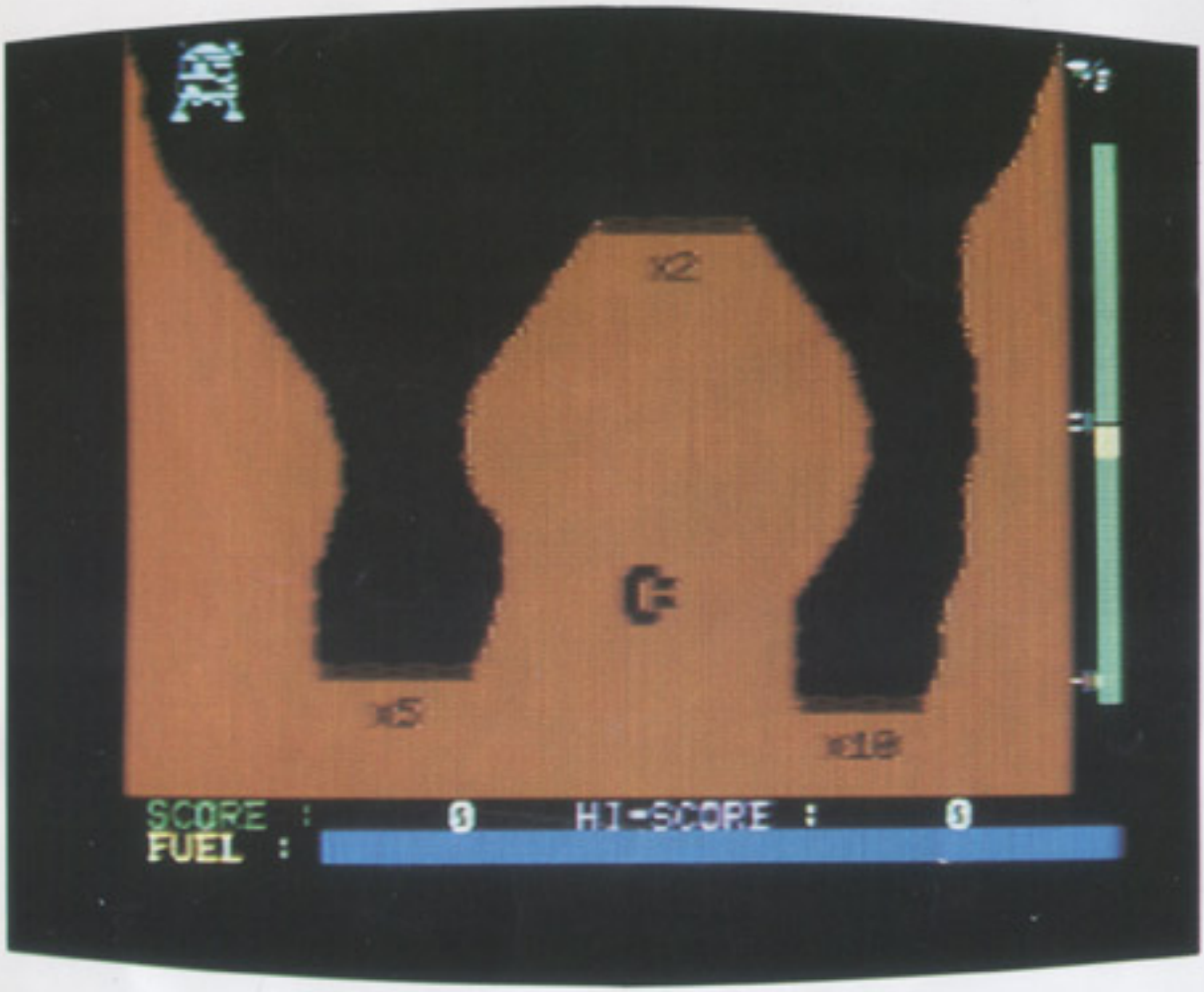
JUPITER LANDER can only be played with your joystick or keyboard.

A Key ..... Left Thrust
D Key ..... Right Thrust
F1 Key ..... Thrust Up

SCORING

The softness of the landing site is displayed on the meters-per-second gauge on the right side of the screen. If you land below the yellow zone — you crash. The softer the landing area...the more points you get. Try to land with the marker high in the yellow zone.

NOTE: Plug joystick into Port 1.



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